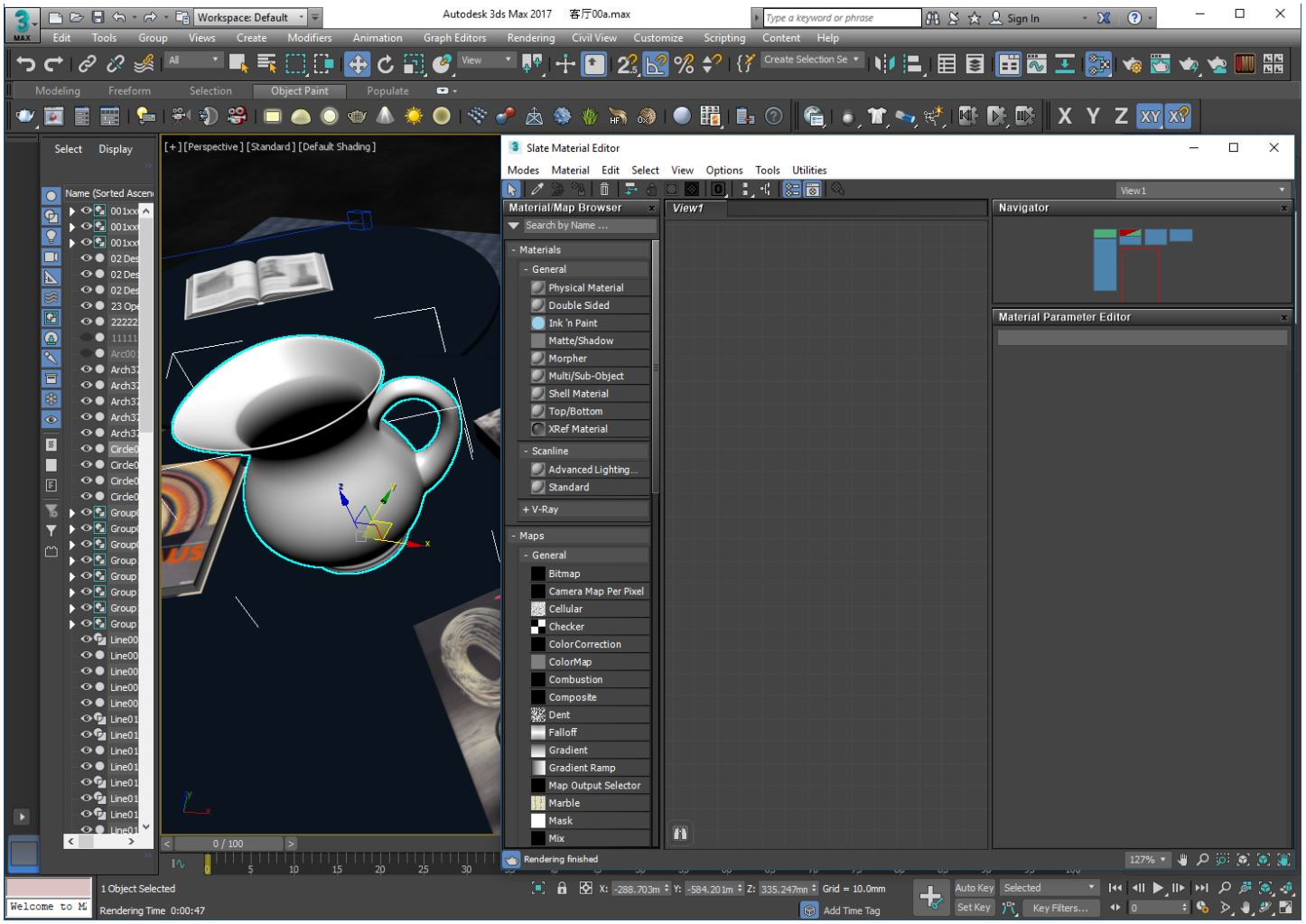
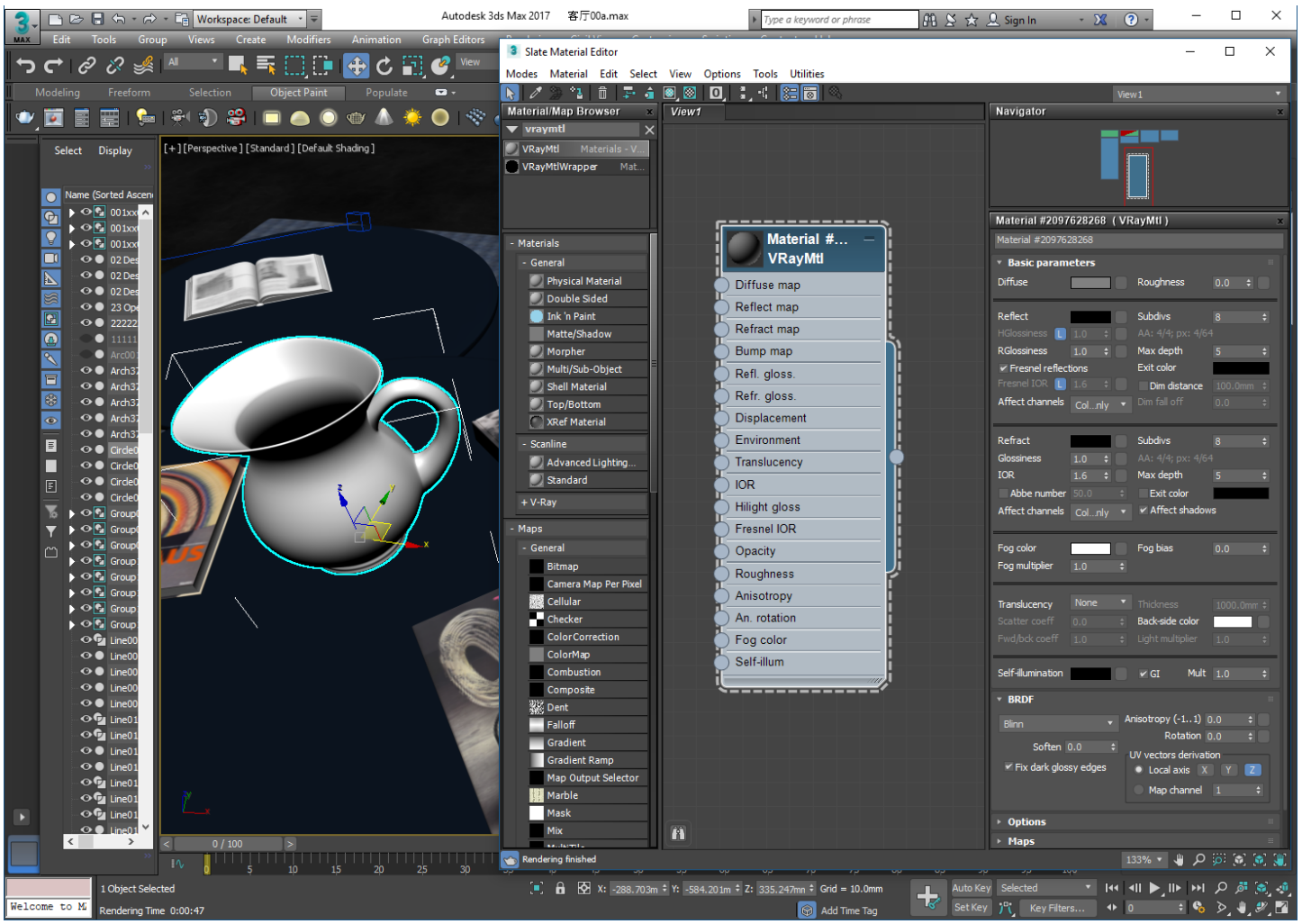
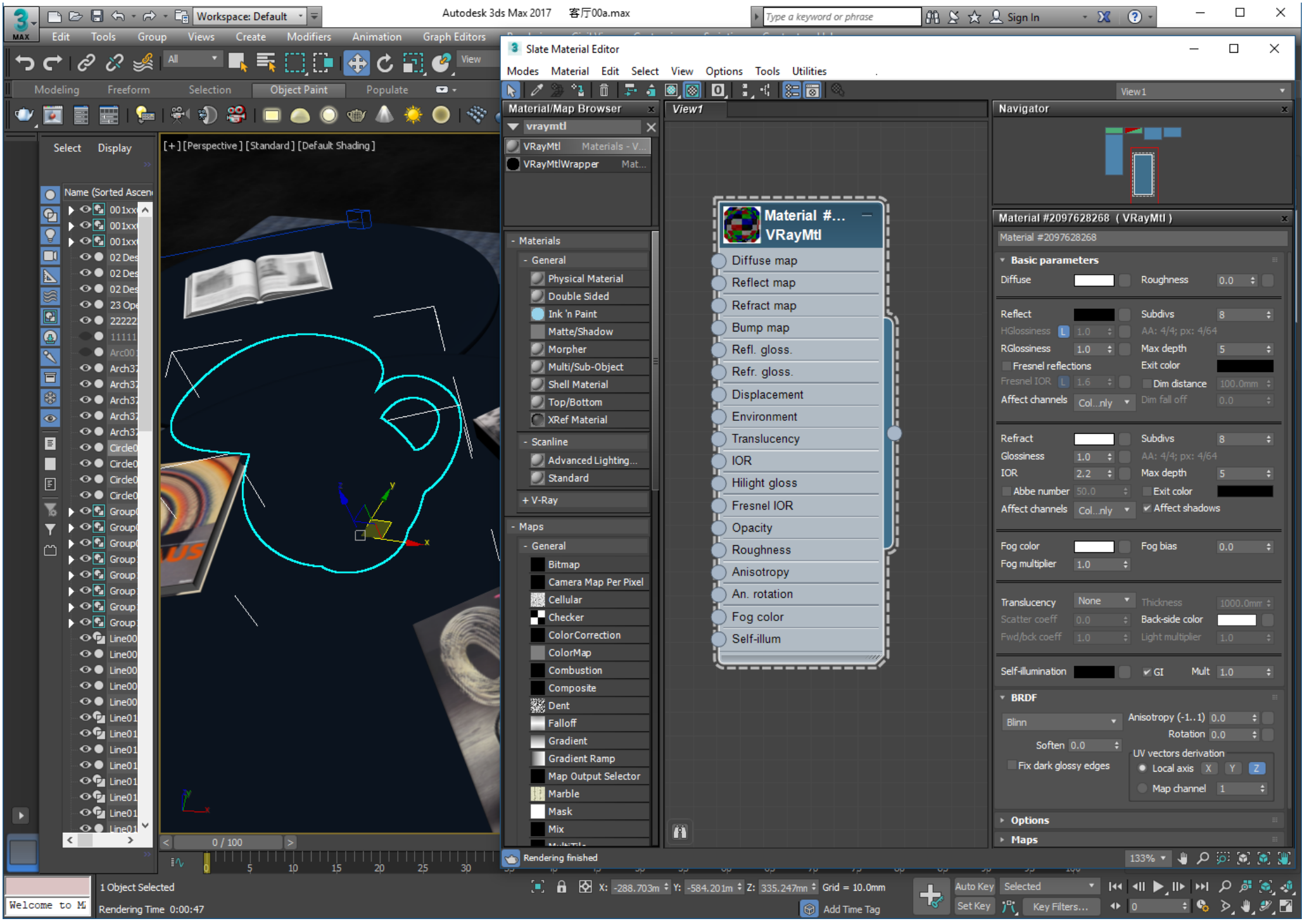
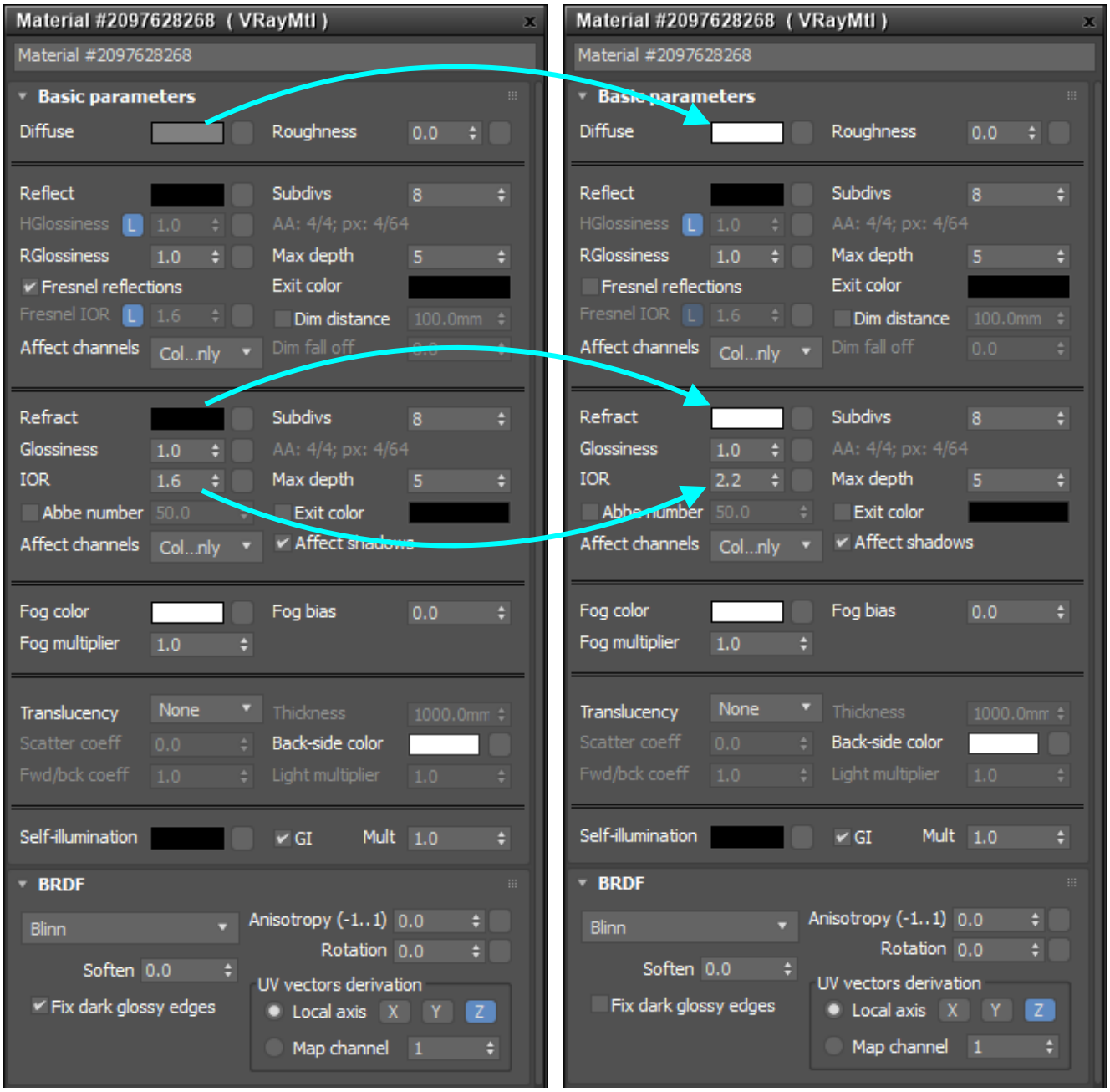

Autodesk 3ds Max 2017
客厅00a.max
Workspace: Default
Slate Material Editor
Material/Map Browser
Navigator
Material Parameter Editor
[+][Perspective][Standard][Default Shading]
Physical Material
Double Sided
Ink 'n Paint
Matte/Shadow
Morpher
Multi/Sub-Object
Shell Material
Top/Bottom
XRef Material
Advanced Lighting...
Standard
Bitmap
Camera Map Per Pixel
Cellular
Checker
ColorCorrection
ColorMap
Combustion
Composite
Dent
Falloff
Gradient
Gradient Ramp
Map Output Selector
Marble
Mask
Mix
Rendering finished
1 Object Selected
Rendering Time 0:00:47


Autodesk 3ds Max 2017
客厅00a.max
Workspace: Default
Slate Material Editor
Material/Map Browser
vraymtl
VRayMtl
VRayMtlWrapper
Navigator
Material #2097628268 (VRayMtl)
Material #...
VRayMtl
Diffuse map
Reflect map
Refract map
Bump map
Refl. gloss.
Refr. gloss.
Displacement
Environment
Translucency
IOR
Hilight gloss
Fresnel IOR
Opacity
Roughness
Anisotropy
An. rotation
Fog color
Self-illum
Basic parameters
BRDF
[+][Perspective][Standard][Default Shading]
Rendering finished
1 Object Selected
Rendering Time 0:00:47

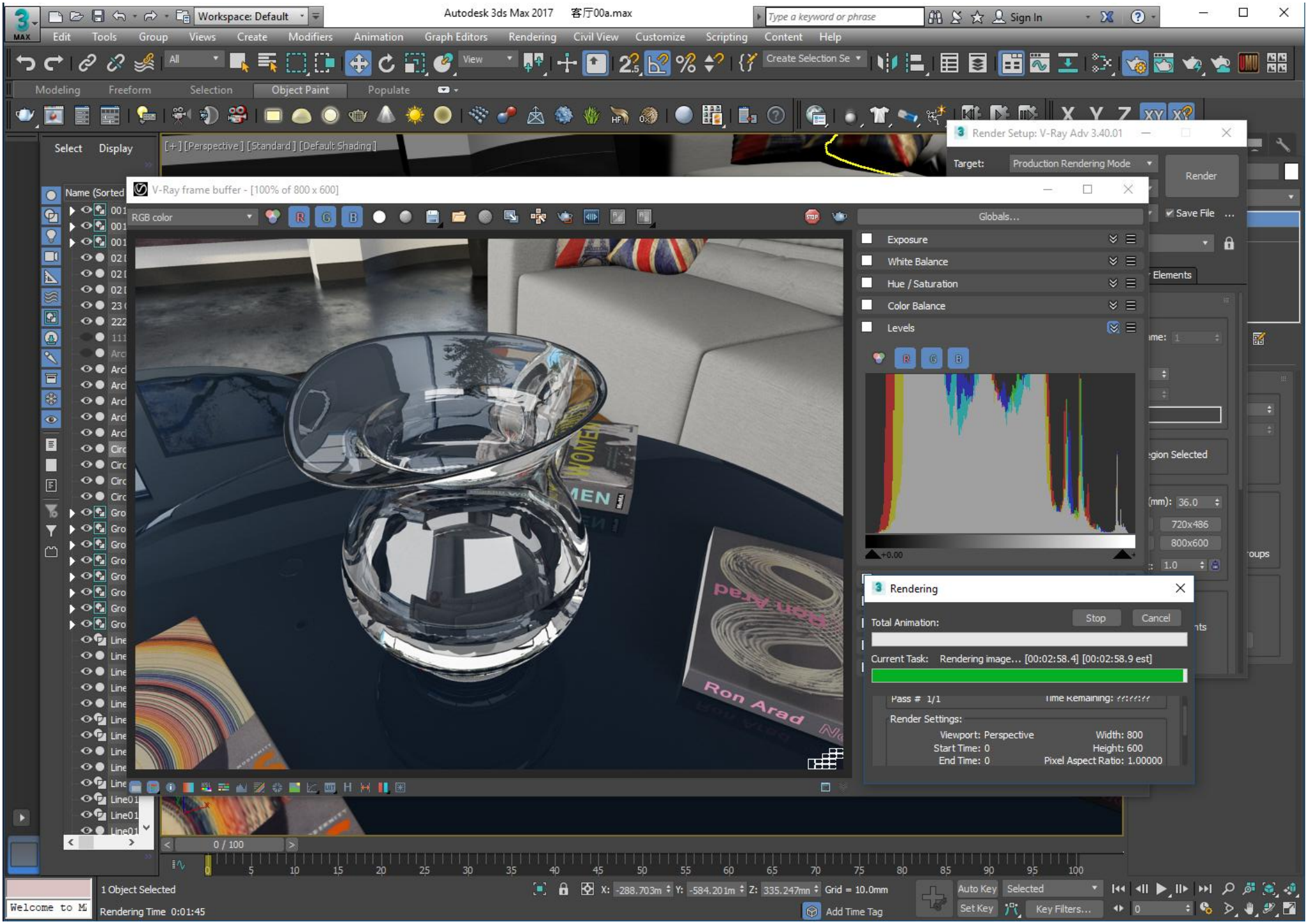

Autodesk 3ds Max 2017
客厅00a.max
Workspace: Default
Slate Material Editor
Modes Material Edit Select View Options Tools Utilities
Material/Map Browser
vraymtl
VRayMtl
VRayMtlWrapper
Materials
General
Physical Material
Double Sided
Ink 'n Paint
Matte/Shadow
Morpher
Multi/Sub-Object
Shell Material
Top/Bottom
XRef Material
Scanline
Advanced Lighting...
Standard
+ V-Ray
Maps
General
Bitmap
Camera Map Per Pixel
Cellular
Checker
ColorCorrection
ColorMap
Combustion
Composite
Dent
Falloff
Gradient
Gradient Ramp
Map Output Selector
Marble
Mask
Mix
View1
Material #...
VRayMtl
Diffuse map
Reflect map
Refract map
Bump map
Refl. gloss.
Refr. gloss.
Displacement
Environment
Translucency
IOR
Hilight gloss
Fresnel IOR
Opacity
Roughness
Anisotropy
An. rotation
Fog color
Self-illum
Navigator
Material #2097628268 (VRayMtl)
Material #2097628268
Basic parameters
Diffuse
Roughness
Reflect
Subdivs
HGlossiness
RGlossiness
Max depth
Fresnel reflections
Exit color
Fresnel IOR
Dim distance
Affect channels
Dim fall off
Refract
Glossiness
IOR
Abbe number
Affect shadows
Fog color
Fog bias
Fog multiplier
Translucency
Thickness
Scatter coeff
Back-side color
Fwd/bck coeff
Light multiplier
Self-illumination
GI
Mult
BRDF
Blinn
Anisotropy (-1..1)
Rotation
Soften
Fix dark glossy edges
UV vectors derivation
Local axis
Map channel
Options
Maps
Rendering finished
[+] [Perspective] [Standard] [Default Shading]
Select Display
Name (Sorted Ascen
0 / 100
1 Object Selected
Rendering Time 0:00:47
Add Time Tag
Auto Key
Set Key
Key Filters...



Diffuse (漫射/基本颜色):
Red 255 Green 255 Blue 255 (白色)

Refract (折射):
Red 255 Green 255 Blue 255 (白色)
玻璃折射使用纯白色

IOR (Index Of Refraction): 2.2
Index Of Refraction -控制从折射材料弹起时偏离多少光


Autodesk 3ds Max 2017
客厅00a.max
Workspace: Default
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help
Modeling Freeform Selection Object Paint Populate
Select Display
[+] [Perspective] [Standard] [Default Shading]
Render Setup: V-Ray Adv 3.40.01
Target: Production Rendering Mode
Render
Save File
V-Ray frame buffer - [100% of 800 x 600]
RGB color
Globals...
Exposure
White Balance
Hue / Saturation
Color Balance
Levels
Rendering
Total Animation:
Stop
Cancel
Current Task: Rendering image... [00:02:58.4] [00:02:58.9 est]
Render Settings:
Viewport: Perspective
Start Time: 0
End Time: 0
Width: 800
Height: 600
Pixel Aspect Ratio: 1.00000
Ron Arad
1 Object Selected
Rendering Time 0:01:45
Add Time Tag
Auto Key
Set Key
Key Filters...


WOMEN
MoMA
Ron Arad
Ron Arad
WORKSHOPS FOR MODERNITY